



Volume V, #20

## BORIS THE SPIDER

A Journal of Duplicious Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave  
When first we practice to deceive."

---Sir Walter Scott---



10 Aug 96

## AVALONCON TRIP ABORTED!

Well, Wayne Morrison's van developed a major crack in the plate that held all those non-essential features like power steering and air conditioning. The cost of the plate wasn't much, but the labor to get to the plate to replace it (and put the stuff back on) was considerable. Too much money to take my car and share a room with Mike Tausk. So we stayed and had our own mini-Con. We played something like six games of WAR AT SEA, three games of FAMILY BUSINESS, two games of NAVAL WAR, DRAGON PASS, WE THE PEOPLE, and UP FRONT, one game of ALPHA OMEGA and HISTORY OF THE WORLD. Never did get to THIRD FEICH.

Then more bad news. Wayne has accepted a job in Saudi Arabia; he'll be going to St Louis about 9 Sep for three months of orientation, then come December overseas. He intends to resign all his games as gracefully as possible, so has submitted orders for this issue and could do so for the next. So will:

Ward Narhi submit orders for Illyria in ADV CIV.

Ward Narhi submit orders for Ix in DUNE.

Anyone interested (Dave McCarty?) submit orders for France in "Boris X".

John Butitta submit orders for Wayne in 1856.

And for our NMR folks this time:

Kevin Wilson submit standby orders for Sweden in LIFT OFF!

Someone submit standby orders for Smaug in MAGIC REALM.

Someone submit standby orders for Turkey in "Boris X".

For what it's worth, all new games started here will be AREA rated.

### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** What is too much for one, enough for two, but nothing for three?

---Corpse in M&M3

Congratulations go out to Rudy Zodda on the birth of a son, Christopher Zodda, 7/28/96.

Marcel Carbonneau has a new address; check it out on p

The River City Railroad Gazette has reappeared, dumping about five sets of railroad orders onto my "To do soonest" pile.

Classes start 22 Aug, and it looks like I'll be teaching Tues/Thurs nights until early December. Just a word of warning to those who phone in orders. Speaking of which, we have football tickets for the deadline date, so we might not be here to take those last second orders. Mail (and e-mail) early.

### BOOS & KUBOS

This month's Madame Bolduc Press Excellence Award (and free issue) is ROn Fisher for his article datelined Rome in "Boris X".

A special Mo Nar Super-Duper-Sudsy Bomb goes to TJ Klausutis for being next door for two weeks and never once dropping over. You're in a heap of trouble, boy.

### PERSONAL COMMUNICATIONS HERE (MAYBE):

**DEADLINE FOR MOST GAMES IS NOON (CDT) 7 SEP 96**



# GERMANY SMASHED!

Tsar Defiant!

Fall 1987

**IX**

1995X

ERRATA: Support from Italian F SPA(sc) was cut.

CLEARWINE: The Cusp is upon us. Austria has reached 15 centers and is unlikely to gain more than BER and KIE while losing DEN without stabbing his Italian ally. True, a breakthrough at STP is possible, but it can easily be contained then reversed given German naval supremacy in the North. Will Austria stab Italy, Italy stab Austria, each stab the other, or a draw be proposed? But what's in a draw for England, finally advancing into the Med? Or for Germany when safely ensconced in Scandinavia?

## TROOP MOVEMENTS

Germany retreats A BUR-RUH and A SIL-BER. Russia retreats A MOS-StP.

AUS (Wilson): A Ukr-War, [A Pru-Ber], A Boh-Mun, A Sil S A Boh-Mun, F Lyo S ITA F Spa(sc), A Den H, A Tri S ITA A Trl, [F Gre-Ion], [A Mos S RUS A StP](otm), A Gal-Boh, A Via S A Gal-Boh;

ENG (Zodda): [F NAf-Weal], F Mid-Spa(sc), F Por S F Mid-Spa(sc), F Gas S F Mid-Spa(sc), F Eng C A Pic-Bre, A Pic-Bre;

GER (J. Shacklett): F Bot-Swe, F Bal S A Ber-Kie, [A Ruh S A Mun-Bur](nsa), [A Par S A Mun-Bur](nsa), A Ber-Kie, [A Mun-Ber](r-??);

ITA (Fisher): A Tri S AUS A Boh-Mun, [F Mar S F Spa](nsa), [F Tun-Naf], A Bel-Hol, [F Ion-Tun], A Bur-Bel, [F Tyn-Wes], F Tus-Rom, [F Spa H(d)], A Mar H(u);

RUS (Meinick): [A StP-Mos].

Orders in brackets fail: d = unit destroyed due-lack of valid retreat; imp = impossible; nou = not own unit, nsa = unit not so ordered; nap = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

German A MUN is dislodged and must retreat otb or to BUR.

## SUPPLY CENTER CHART

AUS: Bud Trl Vie Gre Ser Bul Con Rum Sev -Kie War +Den +Mos +Mun (13) Build 2\*

ENG: Edi Lon Lpl Nwy Por Bre +Spa (7) Build 1

GER: Ber -Hol -Den Swe Par -StP -Mun +Kie (4) Tear 2\*\*

ITA: Nap Rom Ven Tun Smy -Spa Ank Mar Bel +Hol (9) Build 1

RUS: -Mos +StP (1) Even

\* But has only one empty home center open so may only build one.

\*\* If A MUN retreats otb, must tear only one.

Due next time are retreat, builds/tears, and orders for Spring 1908.

## EMBASSY BEAT

ROME: The newly formed fleet sailing off the coast of Tuscany got lost in a storm and found itself back in Rome. The head Navigator, Captain Netscape, has been sacked and the fleet ordered back to sea. Meanwhile the northern expeditionary army is continuing its tour of the low countries and reports German wines (though not as rich as Italian ones) are quite drinkable and the flowers in Holland are a sight to see.

## CLASSIFIEDS

Ska, Ska!

|              |                  |        |   |      |
|--------------|------------------|--------|---|------|
| Epochs I-III | play during turn | LAW(1) | Play faceup beside board.<br>Place army of the current<br>Empire on<br>the space<br>provided.<br>One Victory<br>Point is<br>scored by the<br>controlling faction at the end<br>of every turn. May be cap-<br>tured, destroyed, transferred. | Army |
|--------------|------------------|--------|---|------|

# RIOTS IN TURKEY!!

## German Convoy Derailed!



# X

### Spring 1903

### 1996Q

**MINAS MORGUL:** The Turks are again taking to the streets to express their displeasure with Sultan Ali Seth's oppressive domestic policies; undoubtedly Austrian and Russian agents have had a hand in fomenting things. Russia's single A GAL headed off a German four army convoy while eluding two Austrian armies. Reports from PAR predict that the Morrison government is on the verge of falling over cheese price supports.

#### TROOP MOVEMENTS

Russian A RUM retreated to SEV. Austria builds A VIE. England builds F LON and A LPL. Italy builds A ROM. Russia disbands F ARM. Turkey is NMR so doesn't build (again).

AUS (J. Shacklett): A Rum-Gal, A Ser-Bud, [A Tri-Ven], A Vie S A Rum-Gal;  
ENG (Fisher): A Lpl H, F Lon-Eng, F Nth S F Lon-Eng, [A StP-Mos], A Swe H(u), F Bar H(u);

FRA (Morrison): F Eng-Bre, A Par S A Bur-Pic, A Bur-Pic, F NAT-Mid, A Mar-Bur;

GER (Bayum): [A Pic-Bel](d), [A Mun-Sil], [A Ruh-Mun], [A Bel-Ruh], A Hol S A Pic-Bel, F Den H;

ITA (Zodda): F Alb S A Tri, F Adr S A Tri, [A Ven-Tri], A Tri H, A Rom-Apu;

RUS (Anderson): [A Sev-Mos], [A Gal-Sil], F Bot-Bal;

TUR (Gunar): NMR: A Gre H(u), A Bul H(u), F Bla H(u).

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nap = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

Russian A GAL is dislodged and must retreat otb, or to BOH, UKR, or WAR.

Due next time are the retreats and orders for Fall 1903.

#### BORIS WORLD PRESS REVIEW

*Paris Herald*--The French government may soon be looking again for a new head of State as the present one may take flight to the Middle East and rule in exile.

*The Times* (London): A group of reporters, encountering First Sea Lord Sir Ronald returning to his office in Whitehall, questioned him on Ministry plans and if he had any response to the public calls in Paris for hostilities toward Great Britain? "I can say another Fleet is being outfitted for service and I understand a new Army is being mustered in the midlands. I must confess I'm puzzled at the French hostility towards His Majesty's Government, naturally we're concerned with French Naval Forces in the North Atlantic and drifting about in the Channel but after the way they ran roughshod over those poor chaps in Spain and Portugal its understandable the Germans are moving to defend their border. But this name calling and threatening bluster...well, if their feeling froggie why don't they just jump! I don't see any anchor tied to their a..."

Unfortunately, aides whisked Sir Ronald into Whitehall and he was unable to finish his impromptu press conference.

#### CLASSIFIEDS

Down with the Tsarist running dogs!

|                      |                  |  |      |   |
|----------------------|------------------|--|------|---|
| Epochs I-III         | play during turn | Play faceup beside board.<br>Place army of the current<br>Empire on<br>the space<br>provided.<br>One Victory<br>Point is | Army | scored by the<br>controlling faction at the end<br>of every turn. May be cap-<br>tured, destroyed, transferred. |
| <b>PHILOSOPHY(1)</b> |                  |  |      |   |



## ACHILLEUS We Begin

### EPOCH 1



We have game start. The players and their colors:

|                 |        |                |        |
|-----------------|--------|----------------|--------|
| Dan Farrow:     | Red    | Chuck Wilson:  | Green  |
| Debbie Osborne: | Azure  | John Bryden:   | Black  |
| Paul Zieske:    | Purple | Dave Anderson: | Orange |

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play a 1F in either Atl or Pac as well as Car), and Epoch VIII. Copies of the culture cards appear throughout the issue.

The Sumerians begin with 2A,C,F in LTI. No trading in the first round.

#### EGYPT (A):

Play 1A,C @ Nil, ...

Your Empire draw is \_\_\_\_\_

Your Event cards are: \_\_\_\_\_  
\_\_\_\_\_

Those on e-mail will be appraised of the opposition when their empire comes up; please respond promptly.

The Persistence of Culture Rules follow:

1. Each player is dealt a Culture Event card along with the other Event cards, and is handled similarly, except as explained below.
2. Empires without Capitals cannot play Culture Cards. Minor Empires can neither play nor possess Culture Cards.
3. When played the Culture Card is marked with an unused army of the playing Empire. The card is considered to reside in the empire's Capital until captured, destroyed, or transferred.
4. Every turn an Empire retains a played culture card it scores 1 or 2 VP (as marked on card).
5. Culture cards are captured when an empire with a capital conquers the capital of the empire with the card. It is immediately relocated in the conqueror's capital (replace the marker with an unused army of the conqueror).
6. Culture cards are destroyed when the holding capital is conquered by a minor empire, an empire without a capital, or when the capital falls to Barbarians, Civil War, Rebellion, or Treachery.
7. Culture can be transferred between a player's capitals at the very end of the player's Expansion Phase, following all placement, combat, fort(ress) and monument builds. Cards cannot be transferred to minor empire capitals nor to other players (except by conquest).
  - a) For transfer to take place, a path of friendly, contiguous Land, Sea, or Ocean areas must exist between the capitals. To be friendly, each Land/Sea/Ocean must be contain at least one unit of the player's faction. The path may not contain barren lands nor vacant Lands/Seas/Oceans. (Exception: it can use a crossing arrow if the intervening sea is vacant). Denote the transfer by marking the card with an unused army of the receiving empire.

# DOWN WITH THE KING

Seduction Thwarted!

Plague!!

Turns 2/3/4



## The Cast (in Turn 3 movement order):

Baroness Mary (#64): 6/19 PP, 10 IP, 15C, #34  
Marquise Elisabeth (#62): 10/15 PP, 16 IP, 14C, #65, #55  
Sir Richard (#14, MC): 18/17 PP, 29 IP, 12C, #41, #13, Prince Alan  
Marquise Ruth (#63): 6/14 PP, 0 IP, 10C, #53(H), #12, #16  
Earl Michael (#15): 10/18 PP, 3 IP, 13C, #36, #51

## The Cabinet:

|                                   |                                       |
|-----------------------------------|---------------------------------------|
| Monarch: King George              | Consort: <Vacant>                     |
| Navy: Sir James (#22)             | High Minister: Lord Percival (#41, R) |
| State: Duke Marley (#44)          | Army: Duke Roland (#42)               |
| Trade: Earl Francis (#33)         | Justice: Earl Duncan (#34 Ma)         |
| Epalin: Sir Drew (#11)            | Besyan: Earl Maxwell (#32)            |
| Sandarkan: Sir Charles (#24)      | Cronos: Knight Dale (#25)             |
| City States: Sir Malcolm (#18, R) | Treasury: Lord Mortimer (#35)         |

ROYAL DEATHS: Queen Catherine, Alfred, Almery, Phillip

## Turn 2 (concluded)

The seduction is thwarted by Sir Richard's play of a "Treachery" card. Sir Richard counsels the Monarch concerning the Ambassador to Besyan; the 2nd Judge modifies the roll by -1. The Monarch is pleased (7-1 -> +1 PP) with the counsel.

## Turn 3 (continued)

3. Political Problems: None  
4. Crown Event: One Political Problem--Natural Disaster (Minister of Trade).

### 5. Player Turns:

Baroness Mary: Has the Gout, loses turn.  
Marquise Elisabeth: Recruit Lady Debbie (#66). Play Opportunity Chit to gain 1 IP.  
Sir Richard: Recruits Marquise Margaret (#56). Is promoted to "Knight" (-2 IP).  
Marquise Ruth: Recruit Minister of the Army, Duke Roland (#42). Consult Literary Table (7 = Good technical skill. Gain 1 PP, +2 drm). Play Intrigue chit to intrigue a card from Marquise Elisabeth (Treachery! accused of wrongdoing, but (1) cleared).  
Earl Michael: Recruit #. Consult Literary Table:  $5+2=7$  = Good technical skill. Gain 1 PP (+2 drm). Draw loyalty chit #43. Recruit both Treasury Minister Lord Mortimer (#35) and Duke Henry (#48).

## Turn 4

1. Player order: Marquise Elisabeth, Baroness Mary, Knight Richard, Marquise Ruth, Earl Michael.  
2. Office phase: No vacancies.  
3. Political Problems: Natural Disaster: Minister of Trade Earl Francis fails (6) to solve the Problem. Monarch's Support falls from 100 to 90.  
4. Crown Event: Plague! #65 (Baroness Melanie) and #28 (Sir Jeffrey) die and are reborn in the Loyalty Chit Pool. No counseling allowed this turn.

You've drawn \_\_\_\_\_ Loyalty, \_\_\_\_\_ Opportunity, & \_\_\_\_\_ Event.

Baroness Mary (#64): 6/19 PP, 10 IP, 15C, #34  
Marquise Elisabeth (#62): 11/14 PP, 17 IP, 15C, #66, #55  
Knight Richard (#14, MC): 15/21 PP, 27 IP, 12C, #41, #13, Prince Alan  
Marquise Ruth (#63): 1/20 PP, 0 IP, 11C, #53(H), #12, #16, #42  
Earl Michael (#15): 0/29 PP, 3 IP, 14C, #36, #51, #35, #43

Note: in the short game you may hold up to 15 cards and perform up to three activities. Several of you have no more PP available and must earn more to expand your faction.

# LIFTOFF! Mr Rogers Fries!

1959/60

## THE CAST:

Andorra (Dave Anderson)  
 Duchy of Grand Fenwick (John Butitta)  
 Republic of Texas (Andy York)  
 Spain (Dan Farrow)  
 Sweden (Al Bargender)

Cash from '58  
 18 MB  
 27 MB  
 18 MB  
 15 MB  
 5 MB

'59 Budget  
 97 MB  
 75 MB  
 69 MB  
 87 MB  
 61 MB

## 1959

1. All collect budget (see above).
2. Draw Event card: (see last issue). Andorra takes 10% capsule hit on next launch. Fenwick takes a 10% safety hit on next satellite launch.
3. AND: Buy three "A" (-9 MB), three "a" (-3 MB), 2nd Astronaut (Danni Duchette -2 MB), initial EVA (-18 MB), 2nd & 3rd Launchpads (-50 MB). DGF: Buy initial "B" (-60 MB). RoT: Buy one "1" (-0.5 MB), ten "A" (-15 MB), seven "D" (-11.5 MB), initial "3" and four more (-30-12 MB). SPA: Buy 2nd Astronaut (-2 MB, Mr Rogers) and initial "B" (-60 MB). SWE: NMRI GM buys "B" (-60 MB).
4. Conduct Research:  
 AND: 8 dice on EVA (-8 MB, +19%).  
 DGF: 8 dice on "a" (-8 MB, +28%), 4 dice on "B" (-16 MB, +8%).  
 RoT: 2 dice on "A" (-4 MB, +8%), 8 dice on "a" (-8 MB, +31%), 2 dice on "1" (-2 MB, +8%), 1 die on "D" (-2 MB, +3%).  
 SPA (+1 to each die): 2 dice on "3" (-8 MB, +6+2%), 8 dice on "B" (-32 MB, +31+8%).  
 SWE: GM orders 1 die on "B" (-4 MB, +5%).
5. Declare Future Missions: Andorra, Spain, Sweden(2) & Texas (2) will launch in 1960.
6. No one rushes.
7. Texas launches an orbital satellite. Lift off: 80 < 85%. Earth Orbital Burn (EOB): 98 > 93% mission fails. Add 1% to "A" & "1"; budget drops 3 MB.  
 Fenwick launches an orbital satellite. Lift off: 20 < 83-10%, EOB: 53 < 96%, Orbital Activities: 24 < 96%. Success! Add 6 MB to budget & +1% to "A" & "1".  
 Spain launches a manned orbital mission. Lift off: 85 < 86%, EOB: 07 < 81%, Orbital Activity: 48 < 81%; Deorbital Burn: 42 < 81%; Reentry: 85 > 81%, Catastrophe 26 < 85% --catastrophic failure!! Astronaut Rogers is first to die in space. Capsule program is reset to 10%, add 1% to "A", and take 10 MB budget cut.

## 1960

1. Andorra collects 97 MB, DGF collects 77 MB, RoT collects 69 MB, Spain collects 94 MB, Sweden collects 91 MB.
2. Draw Event Card:  
 AND: Budget +5 MB. Test failure: -25% from "A".  
 DGF: Budget +5 MB. Defection: -1 to all your R&D dice, +1 to one foe's R&D dice.  
 RoT: Budget +10 MB. Scientific breakthrough +17 to "a".  
 SPA: Budget +10 MB. Govt Order: Next launch must be manned (+20 MB to budget).  
 SWE: Budget +30 MB. Govt Order: Launch a civilian in a multimanned capsule in 1961.

Due next time will be your purchases, R&D expenditures, rush decision for 1960 and if you plan a launch (and what) for 1961. Fenwick must specify which opponent gets the +1 to his R&D dice. Sweden must launch a civilian (new astronaut) in a multimanned capsule next year.

| Country | From '59 | '60 Budget | Cash '60 | '61 Bud |
|---------|----------|------------|----------|---------|
| Andorra | 15 MB    | 97 MB      | 112 MB   | 102 MB  |
| Fenwick | 18 MB    | 83 MB      | 101 MB   | 88 MB   |
| Texas   | 2 MB     | 69 MB      | 71 MB    | 79 MB   |
| Spain   | 0 MB     | 87 MB      | 87 MB    | 101 MB  |
| Sweden  | 2 MB     | 91 MB      | 93 MB    | 123 MB  |

## PRESS:

Duchess Gloriana shook Professor Kokintz's hand at the successful launch of the Duchy of Grand Fenwick rocket. "Well done, Professor," she said. "The smallest nation in the world has launched a rocket into space. Now, we can contact the United States of America and the Soviet Union to see if they are willing to buy our rocket. Are you sure they will spend enough money for us to finance the new road and grape arbors for the Duchy?"

"Uhhhhh -- Your Highness," Konkintz replied, trading a glance with Count Vincent Mountjoy. "We would like to try one more experiment."

"What more could we possibly do?" the Duchess queried with a puzzled look at

Konkintz.

"I have a plan for getting rid of some castle rats. Your Highness," answered the Professor with a twinkle in his eye.

## LIFTOFF! Research and Development Worksheet

| Program                         | Initial Cost | Unit Cost | Unit Weight | Max Payload | Initial Safety Factor | R&D Cost Per Day | Max R&D | Max Safety Factor | AND |    | Date F |    | Re T |    | Spn |    | Start |    |
|---------------------------------|--------------|-----------|-------------|-------------|-----------------------|------------------|---------|-------------------|-----|----|--------|----|------|----|-----|----|-------|----|
|                                 |              |           |             |             |                       |                  |         |                   | 58  | 59 | 58     | 59 | 57   | 58 | 59  | 57 | 58    | 59 |
| 1 - Orbital Satellite           | 6            | 1         | 300         | n/a         | 40%                   | 1                | 95%     | 98%               | 7   | 96 | 96     | 97 | 85   | 94 | 85  | 94 | 95    | 95 |
| 2 - Interplanetary Satellite    | 24           | 4         | 600         | n/a         | 40%                   | 3                | 90%     | 93%               | 7   | 2  | 2      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| 3 - Lunar Probe                 | 30           | 6         | 1200        | n/a         | 40%                   | 4                | 85%     | 88%               | 7   | 2  | 2      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| 4 - Docking Module              | 18           | 2         | 300         | n/a         | 45%                   | n/a              | n/a     | 100%              | 7   | 2  | 2      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| A - One-Stage Rocket            | 24           | 3         | n/a         | 500         | 10%                   | 2                | 85%     | 98%               | 5   | 86 | 86     | 87 | 84   | 80 | 86  | 86 | 53    | 53 |
| B - Two-Stage Rocket            | 60           | 12        | n/a         | 1500        | 10%                   | 4                | 90%     | 98%               | 7   | 2  | 5      | 11 | 10   | 2  | 11  | 2  | 1     | 1  |
| C - Three-Stage Rocket          | 24           | 18        | n/a         | 3200        | 5%                    | 6                | 95%     | 98%               | 7   | 2  | 3      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| D - Liquid Fuel Strap-On        | 12           | 3         | n/a         | 1000        | 10%                   | 2                | 85%     | 98%               | 7   | 2  | 2      | 3  | 1    | 1  | 1   | 1  | 10    | 13 |
| F - Kickler                     | 12           | 3         | 300         | n/a         | 10%                   | 1                | 95%     | 98%               | 7   | 2  | 2      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| G - "Mega" Stage Rocket         | 150          | 30        | n/a         | 4800        | 5%                    | 7                | 95%     | 98%               | 7   | 2  | 3      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| EVA Suit                        | 18           | n/a       | n/a         | n/a         | 30%                   | 1                | 98%     | 98%               | 7   | 2  | 3      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| a - One-Person Capsule          | 18           | 2         | 500         | n/a         | 10%                   | 1                | 80%     | 93%               | 5   | 80 | 80     | 81 | 80   | 67 | 80  | 81 | 30    | 66 |
| b - Two-Person Capsule          | 24           | 6         | 700         | n/a         | 10%                   | 2                | 85%     | 98%               | 7   | 2  | 3      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| c - Three-Person Capsule        | 36           | 12        | 1300        | n/a         | 10%                   | 5                | 90%     | 98%               | 7   | 2  | 3      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| d - Two-Person Module           | 30           | 8         | 1500        | n/a         | 10%                   | 2                | 90%     | 98%               | 7   | 2  | 3      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| e - One-Person Module           | 42           | 8         | 700         | n/a         | 10%                   | 4                | 90%     | 98%               | 7   | 2  | 3      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| f - Three-Person Minishuttle    | 60           | 30        | 1000        | n/a         | 5%                    | 7                | 95%     | 98%               | 7   | 2  | 3      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| g - Four-Person CapModule       | 60           | 30        | 4300        | n/a         | 5%                    | 7                | 90%     | 98%               | 7   | 2  | 3      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| Photo Reconnaissance            | n/a          | n/a       | n/a         | n/a         | 65%                   | n/a              | n/a     | 100%              | 7   | 2  | 3      | 3  | 1    | 1  | 1   | 1  | 1     | 1  |
| 2 <sup>nd</sup> Launch Facility | 30           | n/a       | n/a         | n/a         | n/a                   | n/a              | n/a     | n/a               |     | y  | y      | y  | y    | y  | y   | y  | y     | y  |
| 3 <sup>rd</sup> Launch Facility | 30           | n/a       | n/a         | n/a         | n/a                   | n/a              | n/a     | n/a               |     | y  |        |    |      |    |     |    |       |    |
| Astronauts & Training           | 18           | 2         | n/a         | n/a         | n/a                   | n/a              | n/a     | n/a               | 22  | 1  | 2      | 2  | 1    | 1  | 0   | 0  | 0     | 1  |

ALL FIGURES ARE FOR END-OF-YEAR

# 1830

"???? IS ????"

We Begin!

## PLAYER STATUS

|            |                  |
|------------|------------------|
| Hanna      | \$400 <Priority> |
| Werdeimann | \$400            |
| Fisher     | \$400            |
| Beck       | \$400            |
| Ringhoffer | \$400            |
| Farrow     | \$400            |

So, we begin anew. Orders for the private RR portion of SR 1, as well as votes for the Optional 6-train, are due next time. Don't forget to set par for the B&O if you bid on it or could buy it. Send them to me (Baris) until Mark and I straighten out who is GM'ing which. As near as I can tell, the 6-train vote is 1-0 against. Any ideas for game name and logo?

# 1870

THE WEST IS OPENING!



## PLAYER STATUS

|            |                  |
|------------|------------------|
| Zleske     | \$350 <Priority> |
| Werdeimann | \$350            |
| Quist      | \$350            |
| Hanna      | \$350            |
| Farrow     | \$350            |
| Chinnery   | \$350            |

A new frontier stretches ahead of us. Orders for the private RR portion of SR 1 are due next time. Don't forget to set par for the FRISCO if you bid on it or could buy it. Send them to me (Baris) until Mark and I straighten out who is GM'ing which.

Kevin Wilson suggested I do a write-up on the games listed as "Other Possibilities" on p 19. Looks like I've got room to do a couple here, so I will. Price given is latest list price I could find.

DARKOVER (Eon Games, © 1979, \$12). Inspired the Marion Zimmer Bradley novels. Use maneuver, spells, and *laran* to gain the kingship of Darkover. Unfortunately, the most distinctive parts of the game, psychic combat, ghost winds, and the Monitor (pride in accomplishment is all right, gloating is punishable) won't translate well to p&m.

GODSFIRE (Task Force Games, © 1985, \$???). This is a release of an earlier version. Mine supports up to four players, the older up to six. 3-D space combat, planetary economies to run and subvert, and, as Nicky Palmer put it, "the most exotic stacking limit in wargaming."

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# 1996 Diplomacy Hobby Awards Ballot

Deadline: 31 August 1996

Vote for no more than one person per category.

Name: \_\_\_\_\_ Hobby Participation: \_\_\_\_\_

## Don Miller Award for Hobby Service

- Doug Kent for publishing *Maniac's Paradise*, *Diplomacy World*, and *Grand Hyatt*
- Paul Kenny rescuing/running US Orphan Service (successor failed to meet his commitments); for publishing *Absolute*
- Pete Gaughan for publishing *Perelandra*
- Michael Lowrey for publishing *Zine Register*, *Carolina Command & Commentary*, *Line House*; running DixieCon
- Manus Hand for his work in putting together the *Diplomatic Pouch* on the Internet

## Rod Walker Award for Literary Excellence (copies available from Dave McCrumm for a SASE)

- Brent McKee The Replacement Player - Germany in the Real World in *Diplomacy World* #74
- Allan Culmer The Coast of Moscow in *Diplomacy World* #74
- Stephen Agar The Art to Find the Mind's Construction in a Face in *Diplomacy World* #74
- David Smith Diplomacy: Bridging the Generation Gap in *Diplomacy World* #74
- Tim Hoyt Sun Tzu and the Art of War in *Diplomacy World* #76

## John Koning Memorial Award for Excellence in the Play of Diplomacy

- Mike Gonsalves pbm and If excellence
- Paul Routerberg for outstanding play
- Teresa Armstrong outstanding play in CCC and Home Office; only one game ever not in a draw or win
- Michael Lowrey for excellent play in *The Appalachian General*
- Don Ditter for outstanding play

## Fred Hyatt Memorial Award for Excellence in GMing (Inaugural Presentation)

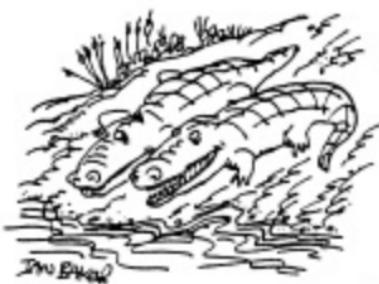
- Andy Lischett *Cheesecake*
- Pete Gaughan *Perelandra*
- Doug Kent *Maniac's Paradise*
- John Boardman *Grountark, Empire*
- James Burgess *Abyzantium Prince*

Return ballot to: Dave McCrumm, 3636 Oldtown Road, Shawsville, Virginia 24162 United States  
Fax: 540-268-9877  
e-mail: stonewall@mvx.net

I would like to thank Robert Acheson, Gary Behnen, Fred Davis, Melinda Holley, David Wang, Richard Weiss, Brad Wilson, and Andrew York for their help during the past year. They had to narrow the 95 nominations received this year (a record) down to the above listed 20 finalists. That was a difficult job this year, even more so than in the past. With your support, I hope to set a record for number of votes received this year. I hope to receive at least 100 votes this year. Support your hobby and the people that make it so enjoyable by rewarding them with your vote. Results will be mailed to all publishers the first week of September.

I would also like to announce that this will be my last year as Chair of this committee. I would like to thank everyone that has supported me over the past five years. You have all made it enjoyable.

-dave



"My mother-in-law's an old beg/  
But beautifully made."

BaconPrivate Eye/London



## 1835 Sic Sprechen!



FARROW: Congrats to Frueh on the win! Looks like getting 100% of a RR ASAP is key.

FISHER: Well, my first 1835--and I didn't finish last! It's quite different from 1830 and it's an interesting sort a different so I'm glad I got it and anxious to try again now that I know a little better what goes on. If you need another player sign me up.

GM: Don's orders appeared in a pile of DC-1835 reports, so Mark is indeed the winner, and not by much either.

The follow up game sweepstakes looked like this:

DRUTHERS:

PZ: Silverton > 1830 var > 1870 > 1835 > 1830

DF: 1870 = 1830, but not 1835

DC: 1870 > 1835 > MoV > Agton > 1830

RF: 1830 = 1835

SB: 1830 = 1835 > 1870

so it looks like 1870 will replace 1835 in these pages.

Kevin Wilson suggested I do a write-up on the games listed as "Other Possibilities" on p 19. Looks like I've got room to do a couple here, so I will. Price given is latest list price I could find.

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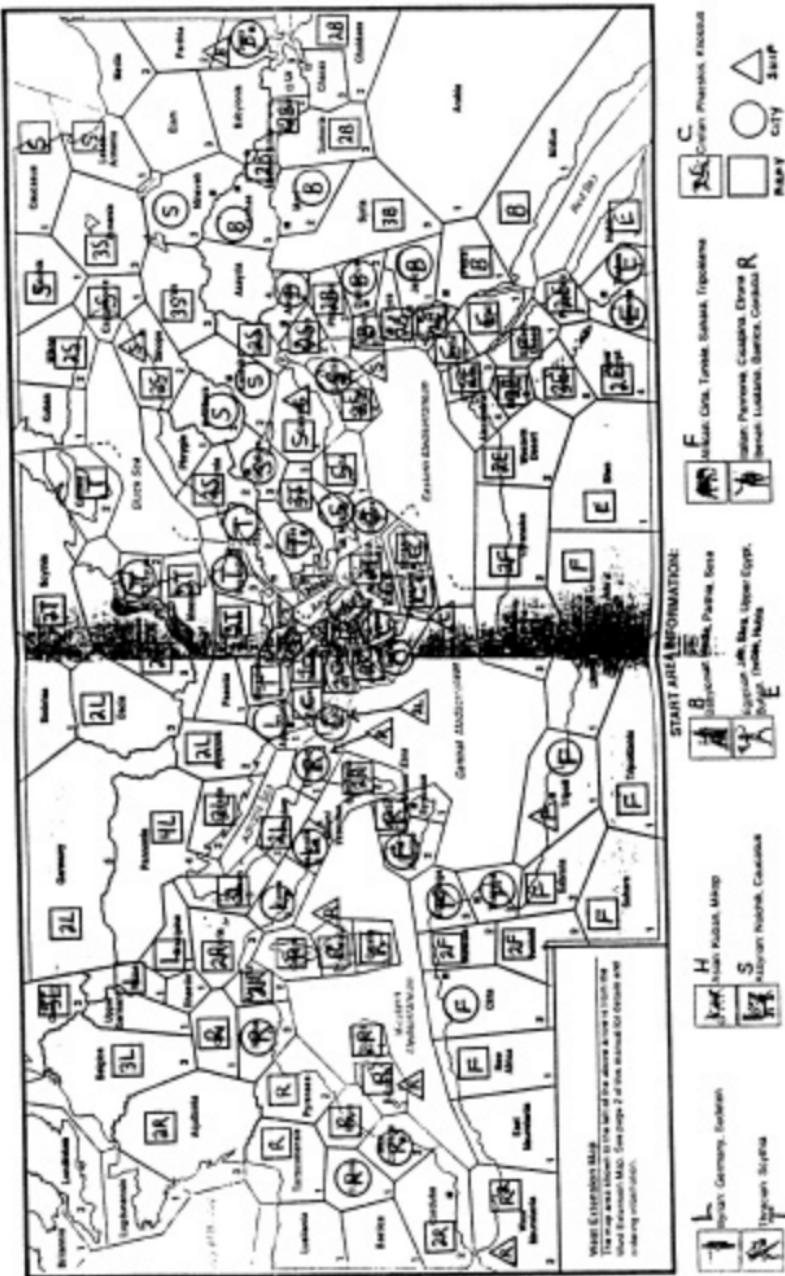
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"Did someone ask to see the children's menu?"

Thompson/Private Eye/London

ADVANCED CIVILIZATION  
Conference Map Turn 7, 9



THE GREAT WHITE NORTH  
 FOUR UNDERCAPITALIZED  
 RAILROADS FOUNDED  
 SHARE ROUND 1B



**PLAYER HOLDINGS:**

|            |            |
|------------|------------|
| Zieske     | \$230 ft   |
| Chinnery   | \$144 nfeb |
| Quist      | \$195 cc   |
| Morrison   | \$210 w&s  |
| Wordelmann | \$180 gls  |
| Farrow     | \$150 scft |

**Share Round #1b**

Zieske starts Grand Trunk Railway, par \$100 (\$230 - 2 x 100 = \$30).

Chinnery passes.

Quist starts London & Port Sarnia Railway, par \$65 (\$195 - 2 x 65 = \$65).

Morrison starts Canadian Pacific Railway, par \$90 (\$210 - 2 x 90 = \$80).

Wordelmann starts Welland Railway, par \$90 (\$180 - 2 x 90 = \$0).

Farrow buys LPS (\$150 - 65 = \$85).

Zieske passes.

Chinnery buys WR (\$144 - 90 = \$54).

Quist buys LPS (\$65 - 65 = \$0).

Morrison passes; Wordelmann passes.

Farrow buys LPS (\$85 - 65 = \$20).

All pass. Zieske retains the priority deal card.

**PLAYER HOLDINGS: (\* = president's certificate; limit = 11)**

|            |                          |
|------------|--------------------------|
| Zieske     | \$30 ft, 2GT* [priority] |
| Chinnery   | \$54 nfeb, 1WR           |
| Quist      | \$0 cc, 3LPS*            |
| Morrison   | \$80 w&s, 2CPR*          |
| Wordelmann | \$0 gls, 2WR*            |
| Farrow     | \$20 scft, 2LPS          |

**COMPANY STATUS:**

| Name | President  | Value | Pool | IO | Par | Treas | Loans | Trains | Tkns | Dest |
|------|------------|-------|------|----|-----|-------|-------|--------|------|------|
| GT   | Zieske     | A100  | ---  | 8  | 100 | \$200 | 0     | ---    | 4    | K8   |
| CPR  | Morrison   | B90a  | ---  | 8  | 90  | \$180 | 0     | ---    | 4    | N11  |
| WR   | Wordelmann | B90b  | ---  | 7  | 90  | \$270 | 0     | ---    | 3    | L15  |
| LPS  | Quist      | F65   | ---  | 5  | 65  | \$325 | 0     | ---    | 2    | F17  |

Trains Available: 222222, 333333, 44444, 555, 66, DD...

Due next time: Orders for OR1 and SR2. Orders should reach Chuck Hanna by 4 Sep. WR and LPS presidents should probably offer alternative tile plays in case the #5 or #6 tiles disappear.



*"No raise, Harcourt. But I will look the other way if you wish to embezzle something now and then."*

Brown/Toronto Star



# MAGIC REALM

## Bennie Bashes Dragons!

### Two in Trouble!

### EVENING 13 / DAY 14



#### THE CAST:

Dave Anderson: Bennie the Berserker  
 John Butitta: Willie the Pilgrim  
 Sonya Nar: Amber Rose the Amazon  
 Don Chinnery: Razi the (optional) Wizard (deceased)  
 Dan Farrow: Simplomo the Sorceror (aka Misty)  
 Dan Gaborne: Smaug of the Dark Helmet, a Black Knight  
 Debbie Osborne: Thorn of the Grotto, an Amazon (deceased)  
 Sylvan the (optional) Druid

#### EVENING 13

AT CV4: Willie casts "Small Blessing" using his MAGIC I4\* and WHITE 6\*, result 5,3 - Health: both his MAGIC I chips are reset.

AT Cr2: Bennie plays his BERSERK T4\*\* chit and goes berserk. He and Raoul (who ought to know better) break cover and attack the two heavy flying dragons. Raoul (R5) swings L4 and dodges 2 to distract the dragon who smashes H4 and ducks 4; both miss. Bennie smashes H5 and ducks H4\*\* while his dragon smashes H4 and ducks 4 right into Bennie's great axe. One dead dragon. Bennie fatigues a MOVE T6.\*

Round 3 finds Raoul again swinging L4 and dodging 2 while Bennie covers him swinging H4. The dragon smashes L4 and ducks 3, so all miss.

Round 4 Bennie and Raoul repeat, but this time the dragon swings L4 and dodges 3 right into Bennie's axe. Bennie bags his second dragon of the day earning 15 fame and 15 notoriety.

AT HP3: Simplomo runs away (quietly) towards Cn 8

#### DAY 14

Giants, goblins, octopus, and wolves are returned to their starting boxes. The Patrol is resurrected and returned to the set-up card.

Simplomo between HP3 & Cn1: M Cn1, M Cn3. Reveal Dank C. Statue 2.  
 Willie @ CV4: R(14\*), R(16\*), SPX, SP(transform MAGIC I6\* to WHITE).

or M BL1, M BL6 blocked by TF Dragon; reveal Smoke C. Hoard 6.  
 or H(4,1 = y), H, SPX, SP(convert MAGIC I6\* to WHITE).

Bennie & Raoul @ Cr2: S(Loc 4,2 - chits), S(Loc 4,4 - chits), H(4,2 = y), H, R(MOVE T6\*). Reveal Dank M, Lost Castle 1, Cairns 5, Flutter 2, Patter 2, Patter 5, Roar 6. Giant appears at Cr6.

Sylvan @ OW5: H(2,2 = y), SPX, SP(enchant tile using MAGIC II8\* and GREY). Reveal Ruins W. The wolves return to OW5.

Smaug @ CI2: NMR! H(6,3 - n), blocked by T dragon.. Reveal Ruins M. Sather 3.

Amber Rose @ Cr8: H(6,2 - n), M Cr5, M Cr5, blocked by T spider and two H spiders. Giant moves to Cr5.

**COMBAT:** Amber Rose can't kill the T monsters but could kill the H spiders--if the T monsters let her live that long. Smaug looks to be in B-I-G trouble.

Due next time are orders for Evening 14 and Day 15. Ms Nar is shepherding Amber Rose off board.

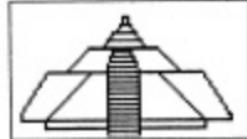
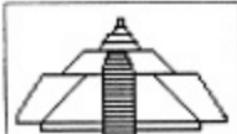
**DEAD PILE:** Ralph and Roger. Ponies BHQ & B2-B5. H dragon, two H flying dragons.

#### BOARD NOTES:

Nut Woods, Cliff, and Caves are enchanted. A bat is at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There are two H trolls & the Altar at Rul. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Ca6; a T Troll is at Cs3; a short sword, helmet, and breastplate are at Cs4. There is a T dragon at CI2, and the TF Dragon at the Hoard at BL6. The Small Campfire & the Baekkars are at NW5. Cr5 has a T spider, T giant, two H spiders, and the Cairns. Two small treasures are abandoned at the Inn.

# ADV CIVILIZATION

Turns 6.10-7.9



## TURN 6 (continued):

10. TRADE: None.
11. CALAMITY: Treachery! Assyria reduces Nineveh.
12. ALTER AST: All advance.

## TURN 7:

1. TAXES: Babylon collects 8t; Assyria, Crete, Iberia, & Thrace collects 6t. Africa, Egypt, & Illyria collect 4t.
2. POPULATION EXPANSION: Illyria doesn't populate 2 in Germany, 1 in Dacia. Thrace doubles everywhere except Ionia. Assyria populates Miletus, Lycia, Galatia, Cyprus, Salamis, L Armenia, Micop, Cilicia, Van, Cappadocia, & Nineveh. Babylon places 2T in Susa, Syria, and Tyre, 1T in Phoenicia, Sidon, Jerusalem, Jericho, Petra, Arabia, Midian, and Ur. Africa doubles except for 2T at Carthage and Cyrene. Iberia, Crete, and Egypt double.
3. CENSUS:
  - ILLYRIA (Morrison/Narhi?): 2000 BC, 43T, 4t, 2 cities, 3 cards
  - ASSYRIA (Deb Osborne): 2000 BC, 41T, 6t, 3 cities, 4 cards
  - IBERIA (Farrow): 2000 BC, 38T, 5t, 3 cities, 6 cards
  - AFRICA (Nast): 2500 BC, 36T, 5t, 2 cities, 3 cards
  - BABYLONIA (Andereon): 2500 BC, 35T, 12t, 4 cities, 5 cards
  - EGYPT (Ringhoffer/Bryden?): 3000 BC, 32T, 8t, 2 cities, 3 cards
  - THRACE (Zieske): 2000 BC, 29T, 6t, 3 cities, 2 cards
  - CRETE (Bayoum): 2500 BC, 18T, 6t, 3 cities, 3 cards
4. BOAT BUILDING: Illyria uses 4t to build boats at Pannonia & Samnium; boat at Neapolis scrapped. Assyria pays 4t to build boat in Galatia, and to maintain boats in Cyprus & Sinope. Iberia uses 2t to maintain boats in Milazzo & Corduba and 4t to build boats in Etruria and E Mauritania. Africa spends 1t to maintain boat in Palermo. Babylon builds a boat at Ur for 2t. Thrace pays 2t in Ionia for a boat; other route. Crete spends 2t for ships at Galatia & Phaeolos.
5. MOVEMENT:
  - IL: 1S Samnium-Tarentum-Ithaca, 2T Samnium(s)-Ithaca, 1S Pannonia-Dalmatia-Illyricum-Appollonia-Ithaca, 4T Pannonia(s)-Ithaca, 2T Paeonia-Appollonia, 2T Illyricum-Appollonia, 2T Illyricum-Pannonia, 2T Dacia-Illyricum, 2T Belgica-U Germany, 2T L Germany-Rhine, 1T Cisalpina-Rhaetia, 1T Rubicon-Samnium.
  - AS: 1T Armenia-Nineveh, 1T Cappadocia-Van, 2T Lycia-Miletus, 1S Galatia-Lycia-Miletus-Lycia-Galatia, 2T Galatia(s)-Miletus, 1T Galatia-Lycia, 1S Cyprus-Salamis-Antioch-Salamis, 2T Cyprus-Salamis, 2T Antioch(s)-Salamis, 2T Van-Cilicia, 2T Cilicia-Antioch, 1T L Armenia-Armenia.
  - IB: 1T Aquitania-Gaul, 1T Aquitania-Tarragonensis, 1T Pyrenees-Iberus, 2T Gaul-U Germany, 2T @ Massilia-Etruria, 15 Etruria-Corica-Sardinia-Caralis-Sardinia, 1T Etruria(s)-Corica, 1T Etruria(s)-Sardinia, 1T Etruria(s)-Caralis, 1T Etruria-Rhaetia, 1S E Mauretania-W Mauretania-Corduba-W Mauritania, 2T E Mauretania(s)-Corduba, 1S Milazzo-Campania-Tarentum-Ithaca-Tarentum, 1T Milazzo-Ithaca, 1S Corduba-New Carthage-Balaeres-Ebusus-Baleres, 1T Corduba(s)-Balaeres, 1T Corduba(s)-Ebusus, 2T Iberus-Hispania, 2T Baetica-Hispania, 2T Lusitania-Hispania, 2T Terraconensis-Hispania, 2T Corduba-Hispania.
  - AF: 1S Palermo-Carthage-Thapsus-Tripoli, 2T Cirta-New Africa, 1T Thapsus(s)-Tripoli, 4T Tunisia-Cirta, 1T Thapsus-Carthage, 2T Numidia-Tunisia, 3T Sabrata-Thapsus, 1T Sahara-Tripolitania, 1T Jalo-Cyrenaica.
  - BA: 1S Ur-Susa, 2T Ur-Susa, 2T Charax-Chaldeas, 2T Ur-Babylon, 4T Tyre-Jericho, 2T Sumeria-Mesopotamia, 2T Arabia-Sumeria, 1T Petra-Sinai, 1T Jerusalem-Gaza, 1T Sidon-Tyre, 1T Syria-Tyre(imp), 1T Midian-Petra.
  - EG: NMR! GM makes minimal move. 1T Siwa-Fayum, 1T Ptolemais-Nubia, 1T E Desert-Ptolemais.
  - TH: 1S Ionia-Miletus-Rhodes-Knossus-Thera, 2T Ionia(s)-Thera, 3T Thrace-Macedonia, 1T Moesia-Thrace, 2T Moesia-Byzantium, 2T Danube-Tyras, 1T Danube-Moesia, 1T Scythia-Crimes, 1T Scythia-Danube.
  - CR: 1S Galatia-Lycia-Rhodes-Knossus-Phaeolos, 1S Phaeolos-Argos-Athens-Eretria-Chalcis, 1T Phaeolos-Knossus, 2T Athens(s)-Eretria, 4T Chalcis-Eretria, 1T Delphi-Thessaly, 1T Delphi-Athens, 2T Delphi-Corinth, 2T Thessaly-Delphi, 1T Thessaly-Epirus, 1T Macedonia-Apolonia, 2T Epirus-Apolonia, 1T Macedonia & Thessaly hold.
6. CONFLICT: U Germany -2 IB, IL: Rhaetia -1 IB, IL: Ithaca -1 IB: Appollonia & Macedonia -1 CR; Cyrenaica -2 EG, -1 AF; Gaza, Jerusalem, & Sinai -1 BA.
7. CITY CONSTRUCTION: Illyria builds Appollonia & Ithaca. Assyria builds Miletus.

Nineveh and Salamis. Iberia builds Hispania. Africa builds Carthage & Tyre. Thapsus. Babylon builds Jericho & Suwa. Thrace builds Byzantium & Tyras. Crete builds Eretria.

8. REMOVE SURPLUS POP: Illyria loses 1T @ Rhine, Rubicon & Samnium. Thrace loses 2T @ Macedonia. Babylon loses 1T @ Petra & Syria. Egypt loses 1T @ Gaza, & Sinai. Africa loses 2T @ Cyrene and 1T @ New Africa & Tripoli.
9. TRADE: Pile I is exhausted. Egypt draws one card. Iberia, Illyria & Crete draw three cards. Africa, and Thrace draw four cards; Pile II is exhausted. Assyria and Babylon draw four cards.

Due next time are your trading orders (what you want and what you'll give up for it). Both "Volcano/Earthquake" and "Treachery" are going to happen; both "Famine" and "Superstition" and either "Civil War" or "Slave Revolt" could. Those with the "untradables" must submit orders for them. We'll halt things to resolve Civil War, but try to submit what you'd lose to an untraded "Treachery" or Superstition (or what you'd take), and what cities you'd reduce to a "Slave Revolt". The map is on p 11.

Your cards are:

PRESS:

Africa-Egypt: Time's up.

IBERIA: Of all the gaul! Illyria is muscling in on Iberia's Belgica!

Epochs I-IV

play during turn

### RELIGION(1)

Play faceup beside board.  
Place army of the current Empire on the space provided.  
**One Victory**  
Point is scored by the controlling faction at the end of every turn. May be captured, destroyed, transferred.

Army

Epochs II-III, VI-VII

play during turn

### DEMOCRACY(1)

Play faceup beside board.  
Place army of the current Empire on the space provided.  
**One Victory**  
Point is scored by the controlling faction at the end of every turn. May be captured, destroyed, transferred.

Army

Epochs V-VII  
play during turn

### ARCHITECTURE(1)

Play faceup beside board.  
Place army of the current Empire on the space provided.  
**One Victory**  
Point is scored by the controlling faction at the end of every turn. May be captured, destroyed, transferred.

Army



# DUNE

## IX Strikes!



### TURN 3

#### THE CAST

**ATREIDES** (Fisher): KH, 16S, 1C, 6T @ Arrakeen, 2T @ Oh Gap.  
**EMPEROR** (Deb Osborne): 1BS, 4C, 19T @ Habbanya Ridge Sietch.  
**FREMEN** (Anderson): 8S, 2C, 5T @ Sietch Tabr, 4T @ False Wall South(s5), 4T @ Funeral Plain.  
**GUILD** (Wilson): 40S, 3C, 6T @ Tuck's Sietch, 5T @ South Mesa(s5).  
**HARKONNEN** (Bryden): 7S, 6C, 5L, 3T @ Carthag.  
**IX** (Morrison): 1BS, 4C, 5T @ Polar Sink.  
**TANKS**: 6A, 1E, 8H; Lady J, B Raban, G Halleck.

#### TURN 3

1. The STORM moves from Sector 13 to Sector 17. The Fremen lose 2T in Funeral Plain and Habbanya Ridge Sietch is under storm.
2. SPICE BLOW: Rock Outcroppings(6) and Red Chaem(8).
3. BIDDING: There are 4 cards available.  
Ix offers H a 5S bribe to name Ixian leaders in H's psy. H accepts and does so.  
A bids 5S. H bids 3S. F bids 2S. A gets \_\_\_\_\_ (-5S to E).  
F bids 2S. H bids 1S. F gets \_\_\_\_\_ (-2S to E).  
F bids 2S. H bids 1S. F gets \_\_\_\_\_ (-2S to E).  
G bids 5S. H bids 3S. F bids 2S. G gets \_\_\_\_\_ (-5S to E).
4. REVIVAL: A revives 2T. E revives 1T. F revives 2T. H revives 2T.
5. SHIPMENT: The Guild elects to go last. I ships 6T to Sietch Tabr (-6S to G). A ships 6T to Red Chaem (@Guild rate: -6S to G). F ships 5T to Rock Outcroppings. H ships 3T to Carthag (-3S to G).
6. MOVEMENT: A moves 2T Oh Gap-Arrakeen. H moves 1T Carthag-Shield Wall. G moves 5T South Mesa-Pasty Mesa(s?).
7. COMBAT: Ix (6T) vs Fremen (5T @).

Due next time are orders for any voluntary actions from Turn 3 Combat to Turn 4 Spice Blow. Please specify what sectors your troops are in.

**ATREIDES** (Fisher): KH, 5S, 2C, 8T @ Arrakeen, 6T @ Red Chaem.  
**EMPEROR** (Deb Osborne): 27S, 4C, 19T @ Habbanya Ridge Sietch.  
**FREMEN** (Anderson): 4S, 4C, 5T @ Sietch Tabr, 4T @ False Wall South(s5), 2T @ Funeral Plain, 5T @ Rock Outcroppings.  
**GUILD** (Wilson): 50S, 4C, 6T @ Tuck's Sietch, 5T @ Pasty Mesa(s?).  
**HARKONNEN** (Bryden): 9S, 6C, 5L, 5T @ Carthag, 1T @ Shield Wall(s?).  
**IX** (Morrison): 7S, 4C, 5T @ Polar Sink, 6T @ Sietch Tabr.  
**TANKS**: 6A, 6H; Lady J, B Raban, G Halleck.

LEGEND: \* = starred token, (@) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremen, G = Guild, H = Harkonnen, I = Ix, KH = Kwiataach Haderach, L = leaders, S = spice, s# = sector #, T = token.

### STELLAR CONQUEST

JAMES T KIRK--Due next time are Production orders for Turn 12 and movement orders for Turns 13-16.

#### PRESS:

"Captain, when are we going to get some new engines for this old scow of a corvette? You can't take over a dead moon much less a planet in the old wrecks Space Command gives us."



# BRITANNIA

Turn 5  
335-410 AD



## The Cast:

PURPLE: Paul Zieske  
GREEN: Peter Bayom

BLUE: Shawn Beck  
RED: David Anderson

**Errata:** Picts attacked Dunedin last time, losing one but killing the fort (+3 VP) so should be 1A @ Dunedin, not 2A @ Dalraida.

## The Board:

**ROMANS:** 2A & F @ Essex; 1A & F @ Cheshire, Kent, Norfolk, S Mercia, Suffolk, Sussex;  
1A @ March, N Mercia; F @ Alban, Bernicia, Cumbria, Dunedin, Lindsey, Lothian.  
**WELSH (2):** 2A @ Dyfed, Gwynedd, Powys; 1A @ Clwyd, Devon, Gwent.  
**BRIGANTES (0):** 2A @ Galloway, Pennines, Strathclyde.  
**PICTS (0.5):** 1A @ Caithness, Dunedin, Mar, Moray, Skye.  
**CALEDONIANS (1):** 2A @ Hebrides; 1A @ Orkney.  
**IRISH (0):** 1R @ Atlantic, 1A @ Cornwall.  
**SCOTS:** 1R @ Irish  
**JUTES:** 4R @ Channel  
**SAXONS (0):** 3R @ Channel, 2A @ Downlands, 1A @ Wessex.  
**ANGLES:** 5R @ Fristan

**Score:** Purple 28, Blue 21, Green 18, Red 8.

## Turn 5 (cont)

**WELSH (2):** Grow 6 pp. Add 1A @ Devon & Gwent. Hold.  
**BRIGANTES (2):** Romans allow no growth. Hold.  
**PICTS (0.5):** Grow 8 pp; add 1A @ Skye. Move 1A Dunedin-Mar.  
**CALEDONIANS (1):** Grow 1. Hold.  
**IRISH:** Grow 0.5. Hold.  
**SCOTS:** 1R @ Irish holds.  
**JUTES:** 4R Channel-Sussex (4.1.3.6; 2.5; 6.5, 1.5 - 2 Jutes, -1 Roman, F, +4 VPs).

We halt things here since the Saxons too were ordered to send four armies against a now vacant Sussex. Due next time are Saxon and Angle orders for Turn 5 and all orders for Turn 6. We'll halt if things get too weird.

**Score:** Purple 28, Green 22, Blue 18, Red 8.

## The Board:

**ROMANS:** 2A & F @ Essex; 1A & F @ Cheshire, Kent, Norfolk, S Mercia, Suffolk; 1A @  
March, N Mercia; F @ Alban, Bernicia, Cumbria, Dunedin, Lindsey, Lothian.  
**WELSH (2):** 2A @ Devon, Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd.  
**BRIGANTES (0):** 2A @ Galloway, Pennines, Strathclyde.  
**PICTS (0.5):** 2A @ Mar, Skye; 1A @ Caithness, Moray.  
**CALEDONIANS (1):** 2A @ Hebrides; 1A @ Orkney.  
**IRISH (0):** 1R @ Atlantic, 1A @ Cornwall.  
**SCOTS (0):** 1R @ Irish  
**JUTES (0):** 2R @ Channel  
**SAXONS (0):** 3R @ Channel, 2A @ Downlands, 1A @ Wessex.  
**ANGLES (0):** 5R @ Fristan

**LEGEND:** A = army, L = leader, R = raider, (#) = population points, r-??? = retreats to ???,  
t = attacking/attacked by Legion.

# ON DECK

## Who's Signed Up for What

(ADVANCED) CIVILIZATION: Standby: Bryden.

BRITANNIA: Boyum.

CIRCUS IMPERIUM: Naet

CIRCUS MAXIMUS: Zieske, Nast, Fisher, Narhi (like 4 more)

COLONIAL DIPLOMACY: Beyum, Zodda, Anderson, Fisher, Wilson(2b); need 2 or 3 more.

CONQUISTADOR: Farrow, York; need 2 more.

DIPLOMACY: Gorham, Wilson, Hanna(7th), McCarty(?).

1880: Zieske, Chinnery, Variant: Zieske, Chinnery

1885: Beck, Farrow, Zieske, Hanna (7th), Fisher, Wordelmann, Chinnery.

GUNSLINGER: Farrow; need 5 to 6 more.

KREMLIN: Zodda, Anderson, Fisher; need 3 more.

MAGIC REALM: Chinnery

MAHARAJAH: Beck, Anderson, Dan Osborne, Wilson. Just need room.

MERCHANT OF VENUS: Chinnery, Deb Osborne, Butitta (need 3 more)

RAIL BARON: Chinnery, Deb Osborne

SILVERTON: Zieske, Hardy(?), Chinnery; need 2 to 3 more.

SUMMIT: Bargender, Dan Osborne; need 5 more.

TITAN: Bargender, Dan Osborne; need 2-4 more.

\*SECRET SIGN-UPS\*: Gunboat DIP (3?), STELLAR CONQUEST (0)

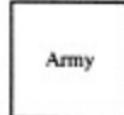
OTHER POSSIBILITIES: DARKOVER, GODSFIRE, JUNTA, KAMAKURA, PLANET MINERS, WIZARDS

### Epochs VI-VII

play during turn

### SCIENCE(2)

Play faceup beside board.  
Place army of the current  
Empire on  
the space  
provided.



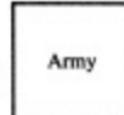
Two Victory  
Points are  
scored by the  
controlling faction at the end  
of every turn. May be cap-  
tured, destroyed, transferred.

### Epochs I-III, VI-VII

play during turn

### COMMERCE(1)

Play faceup beside board.  
Place army of the current  
Empire on  
the space  
provided.



One Victory  
Point is  
scored by the  
controlling faction at the end  
of every turn. May be cap-  
tured, destroyed, transferred.

## OUR SUBSCRIBERS

David Anderson, 287 Florawood, Waterford, MI 48327: (810) 683-3274  
Alan Bargender, 2124 Greenbud Rd, Mosinee, WI 54455: (715) 359-0833.  
Shane Beck, Mailbox 1267, C Co 1/28 INF, Ft Lewis, WA 98433.  
Peter Boyum, 777 Lily St. Monterey, CA 93940: (408) 648-8836.  
John M Bryden, 2440 Sovereign Cres. S.W., Calgary, AB T3C 2M2, Canada  
John Butitta, 339 Ninth, Neenah, WI 54956: (414) 725-7218  
Marcel Carbonneau, 1253 Amador Ave, Vista, CA 92083  
Don Chinnery, #F70321, PO Box, 44209, Cincinnati, OH 45244  
Daniel Farrow IV, 18 W Felton Ave, Ridley Park, PA 19078: (215) 521-6701  
Ron Fisher, 210 Normandy Dr, Wilmington, NC 28412: (910) 395-8330  
Mark Frueh, 1128 Olympus, Naperville, IL 60540: (708) 357-7780  
Daniel Gorham, 30-32 Macaw Ave, Belmopan, Belize, Central America  
Seth Gunar, 41-56 Christine Ct, Fair Lawn, NJ 07410: (201) 791-5690  
Chuck Hanna, 379 Wilett Ct, Severna Park, MD 21146-1912: (410) 544-8077  
Chris Hassler, 631 Candis Circle, La Habra, CA 90631: (714) 773-0940  
Lee Kendler, Jr., 1503 Pilgrim Lane, Quakertown, PA 18951  
Michael Lowery, 6503-D Fourwinds Dr, Charlotte, NC 28212: (704) 569-9229  
James McQuinn, 286 Rubicon Rd, Dayton, OH 45409-2242: (513) 299-9578  
Wayne Melnick, 210 Heatherwood Dr, Ephrata, PA 17522: (717) 733-0099  
Wayne Morrison, 412 Primrose Lane, Destin, FL 32541: (904) 837-5172  
Philip Nast, 4318 Rhine Dr, St Louis, MO 63033  
Debbie & Dan Osborne, 170 Gale Blvd, Apt 104, Melvindale, MI 48142: (313) 383-4694  
Michael Puffenberger, PO Box 22, Foote, OH 448  
Michael Quist, 2875 Irving Ave #24, Minneapolis, MN 55408: (612) 822-6497  
J. Ringhofer, Rt 2, Box 574, Pounding Mill, VA 246  
Jack & Rose Shacklett, 365 Hobbs-Reeser Rd, Vine Grove, KY 40174: (502) 828-4281.  
Michael Taub, 66 Iroquois Rd, Arlington, MA 02174: (617) 643-3924  
Kevin Wilson, 373 Gatefold Dr, Ballwin, MO 63021: (314) 391-9665  
Bill Wordelmann, 541 Canyon Trail, Carol Stream, IL 60188-1364: (708) 665-8304  
Andrew York, PO Box 2307, Universal City, TX 78148: (210) 658-6066  
Paul Zieske, 3501 Keenan Lane, Glenview, IL 60025: (847) 498-9237  
Rudy Zodda, 38 Van Zandt Dr, Pearl River, NY 10965: (914) 627-9780

## INET ADDRESSES

A. Burgender: alaub94464@aol.com  
P. & M. Bolduc: bolduc@eglin.af.mil or prbolduc@aol.com  
P. Boyum: pboyum@redshift.com  
J. Bryden: bryden@acs.ucalgary.ca  
J. Butitta: docjob@aol.com  
D. Farrow: dwfiv@aol.com  
R. Fisher: rfisher@msn.net  
M. Frueh: 70413.2331@compuserve.com  
D. Gorham: danielg@bil.net  
C. Hanna: cch@coronado.usdn.navy.mil  
C. Hassler: 70514.37@compuserve.com  
E. McNay: ewan@virginia.edu  
J. McQuinn: jmcquinn@delphi.com  
W. Melnick: wmelnick@mailgate.xschechan.edu  
W. Narbi: usxvajse@shbmail.com  
Dan Osborne: ozduude@parlor.com  
M. Quist: qsi@evercity.com  
J&R Shacklett: jisharki@ulkyvm.louisville.edu  
M. Tsuk: tsuk@pobox.senei.dcr.com  
K. Wilson: ckewine@aol.com  
W. Wordelmann: vulch@ix.netcom.com  
A. York: wandrew@aol.com or 73110.3053@compuserve.com  
P. Zieske: paul.zieske\_at\_rts014@ccmailgw.mcawpark.buster.ca  
R. Zodda: rzo4da@aol.com

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(Exp 30E)

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\*\*\*\*\* DEADLINE FOR MOST GAMES IS 1200 NOON CENTRAL TIME 7 SEP 96 \*\*\*\*\*

## THE BOTTOM LINE

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c/o 203 Devon Ct  
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